24K Disk
16K Cassette

Atari®
Home Computers

Joystick
All Ages

MOONBASE IO

● the battle for the moons of Jupiter ●

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Some Background On Moonbase Io

The idea behind Moonbase Io (pronounced eye-oh) was inspired by the flights of Voyagers 1 and 2, which took detailed pictures of Jupiter and its moons. Jupiter is the largest and most spectacular of the planets in our solar system. Its gravitational and magnetic fields are incredibly powerful, and extend millions of miles into space. The Voyagers used the gravitational fields of Jupiter as a kind of "sling shot" to whip the craft out to the farthest planets in the solar system.

Jupiter's largest moons — Io, Europa, Ganymede and Callisto — range in size from slightly smaller than our moon to a little larger than the planet Mercury. They were the first bodies in the solar system to be discovered with a telescope by Galileo in 1610. Jupiter's other moons are much smaller. One moon, Anathea, is cigar-shaped.

The moon Io is particularly interesting because it has visible volcanoes on its surface.

The three moons Io, Europa and Ganymede were picked for bases in this game. They are appropriate landing sites for spacecraft because they had solid, relatively smooth surfaces. Jupiter itself is a monstrous ball of liquid and gas, with no solid surface to land on.

Traveling to Jupiter is no day trip. The huge planet is 390,000,000 miles from Earth. Light, travelling at a speed of 186,000 miles per second, takes around 40 minutes to make the trip between Earth and Jupiter. The Voyager spacecraft took almost two years to make the trip.

Scoring

Moonbase Io, created by John Konopa, consists of three separate arcade games written in Atari® machine language. It will challenge even the most experienced arcader. The game is accompanied by a voice narration. The cassette has two sides. Side A contains a "long" narration to be used the first time the game is played. Side B contains a "short" narration to be used thereafter.

Alien space mines = 10 points each
Alien attack ships = 100 points each
Bases saved from destruction = 1,000 points each
Mother ship cannons = 100 points each
Alien robot commander = 10,000 points and end of the game

You accumulate a reserve defender ship each time your score turns 1,000 points, up to a maximum of seven ships at Level #0. At Level #7 you get no reserve ships. However, scoring opportunities are at the maximum in this level.

The reserve ships are carried over from moonbase battle to moonbase battle, and appear just to the right of the score during the moonbase battles. The reserve ships also play a part in the battle for the mother ship at the end of the game. However, the player gets only one ship to traverse the mine fields. Hitting a space mine automatically ends the game.

The higher the skill level, the farther the ship has to go in order to reach the moon. In addition, the higher the skill level the faster are the approaches to the moons.

On each moon base there are six projecting sensors. The aliens will try to blow these up. If they succeed in destroying all six sensors, you're in serious trouble: the aliens then begin tossing numerous bombs all at once.

Occasionally the alien force sends out a wave of invisible scout ships during a moon battle. You will know when this happens because there appears to be a break in the action. These ships cannot fire at you. But even though they are invisible, you can hit them and score points. Just keep moving and shooting, and you will quickly destroy the squadron (even though you can't see them). When you hit an invisible ship, you get a random (but high) point total.

How To Use The Program

1. Make sure that a joystick is plugged into jack #1 in the front of the Atari® computer.
2. Remove any cartridges including the BASIC cartridge, from the front of the computer.
3. Insert the cassette into the recorder, Side A up; rewind to the beginning.
4. Push the PLAY button on the cassette recorder.

Disk version:

5. Turn on the disk drive. When the "busy" light goes out, insert the disk.
6. Turn on the computer. If the display does not look right, go back to Step #2.
7. A voice will announce the title of the program. Then the cassette will turn off automatically when the message

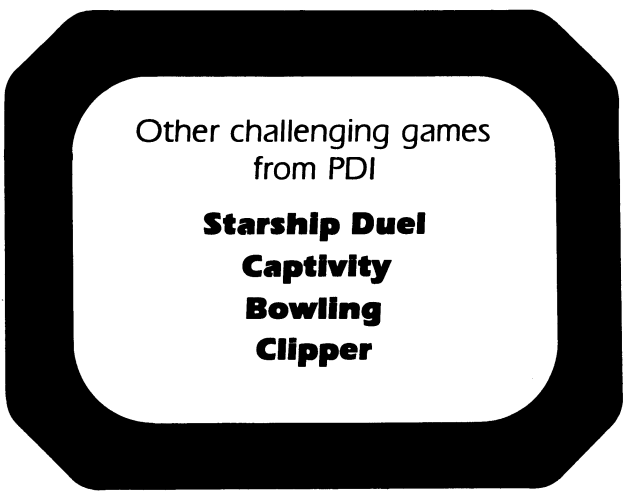
"PRESS TRIGGER FOR LEVEL #" appears on the screen. Wait for the level number that you wish to play to appear on screen. Then push the red trigger button on your joystick. (Beginners should choose Level #0.)

Cassette version:

5. Push the START button on the computer and hold it down.
6. Turn on the computer. When you hear a buzz, release the START button and press RETURN.
7. As the first program loads, instructions will appear on the screen and a narrator will ask you to choose the level at which you wish to play. (Beginners should choose Level #0.) Then the second program loads. When it has finished loading you'll be ready to head for Moonbase Io.

Cassette and Disk version:

8. When the game is finished, turn the cassette over to Side B and rewind. Press the PLAY button down.
9. Press trigger to replay.
10. Repeat steps 8 and 9 for each successive play of Moonbase Io.



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